



Marco Giannitti

Date of birth: 19/06/1994 | **Nationality:** Italian | **Gender:** Male |

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<https://www.instagram.com/penguinkowalski/> | Kamenz, Germany

WORK EXPERIENCE

14/10/2019 – 29/07/2022 – Turin, Italy

UNITY DEV TEACHER – SCUOLA INTERNAZIONALE DI COMICS

I am teaching Unity Engine for videogame developing.

I covered topics as

- basics of c#
- OOP programming
- programming patterns
- memory management
- code optimization
- game physics
- shaders
- algorithms
- asset creation and import (3d models, Textures)
- multi-threading

31/01/2019 – 30/12/2020 – Turin, Italy

PROGRAMMER – ARDEC S.R.L (SIPAL S.P.A'S EXTERNAL CONSULTANT)

My job was developing interactive prototypes of AR mobile apps.

I used Unity (c#) for the front end and the communication with the servers (if needed).

Secondly my other duties were website data content and frontend using Wordpress.

I learnt how to make a more complex website in Wordpress and how to maintain it, although I never personally touched the backend processes.

31/01/2018 – 31/12/2018 – Turin, Italy

OCCASIONAL EXTERNAL CONSULTANT – LITLIME S.R.L.

Occasionally I helped with coding a few apps and websites.

I learnt how to use Wordpress for content creation and making a site from a template. Learnt the basics of HTML and CSS and JAVASCRIPT although I used it mainly for studying purposes.

31/01/2018 – 19/07/2018 – Turin, Italy

EXTERNAL CONSULTANT FOR DELTATRE S.R.L. – 88IDEE S.R.L.

I worked mostly in Unity making graphical screens for an important football TV live competition.

I helped putting together the UI with animation and logic for different screens.

I also used c# for small external helping utilities tools directly in Visual Studio.

30/11/2016 – CURRENT – Turin, Italy

LEAD PROGRAMMER – BLACK CORPORATION

I am the lead programmer of a small team working on a few video game project.

The first one published as a demo (www.peepholeschronicles.com).

The second one is still in developing (www.warzygote.com).

Both websites are managed and developed by myself with some help with graphics and backend.

EDUCATION AND TRAINING

09/09/2013 – 16/03/2017 – Turin, Italy

BACHELOR'S DEGREE IN SOFTWARE ENGINEER – Politecnico di Torino

Address Turin, Italy | **Website** <https://www.polito.it/>

31/08/2006 – 30/06/2013 – Turin, Italy

SCIENTIFIC HIGH SCHOOL DIPLOMA – Liceo Galileo Ferraris

Address Turin, Italy

LANGUAGE SKILLS

Mother tongue(s): **ITALIAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	B2	B2	C1
GERMAN	A2	A2	A1	A1	A1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● DIGITAL SKILLS

My Digital Skills

Programming Languages

Java | C# | Javascript (Basics) | Html (Basics) | Python | C | CSS (Basics) | PHP (Basics) | Shell Script (Bash) | C++ | SQL (MySQL) | Bootstrap3/4

Applications

Basic knowledge of Unreal Engine 4 | After Effects (Basics) | Wordpress | C Sharp Xamarin (Android, iPhone, Mac) | Git and Github | IDEs: Android Studio, Eclipse, Visual Studio | Unity(game development) | Adobe Photoshop | Blender, 3D modeling

Proficiencies

Game development | Mobile AR (ARcore) | VR development